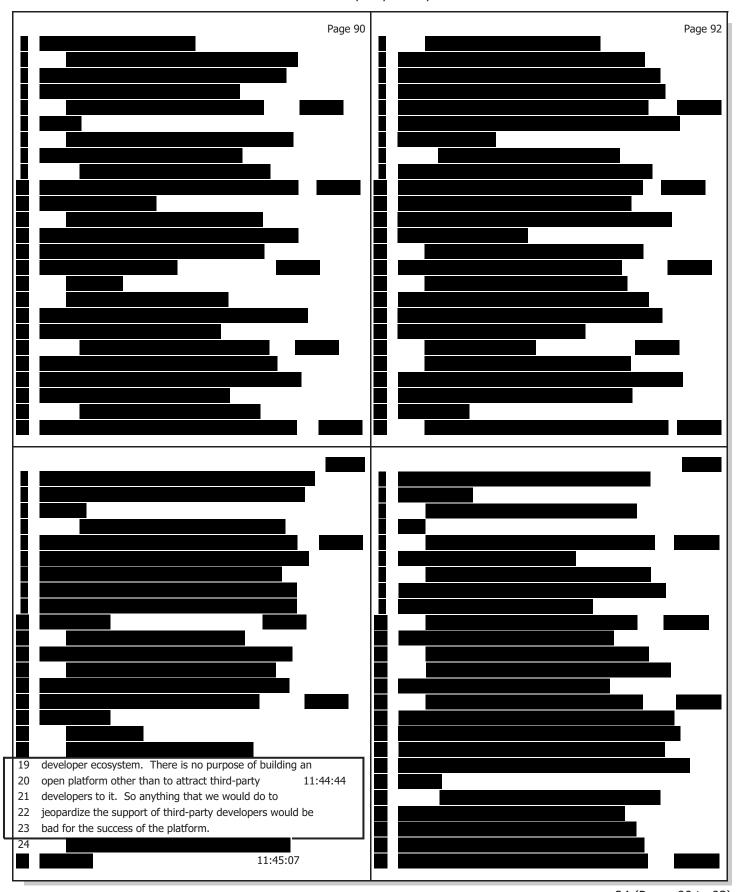
EXHIBIT A

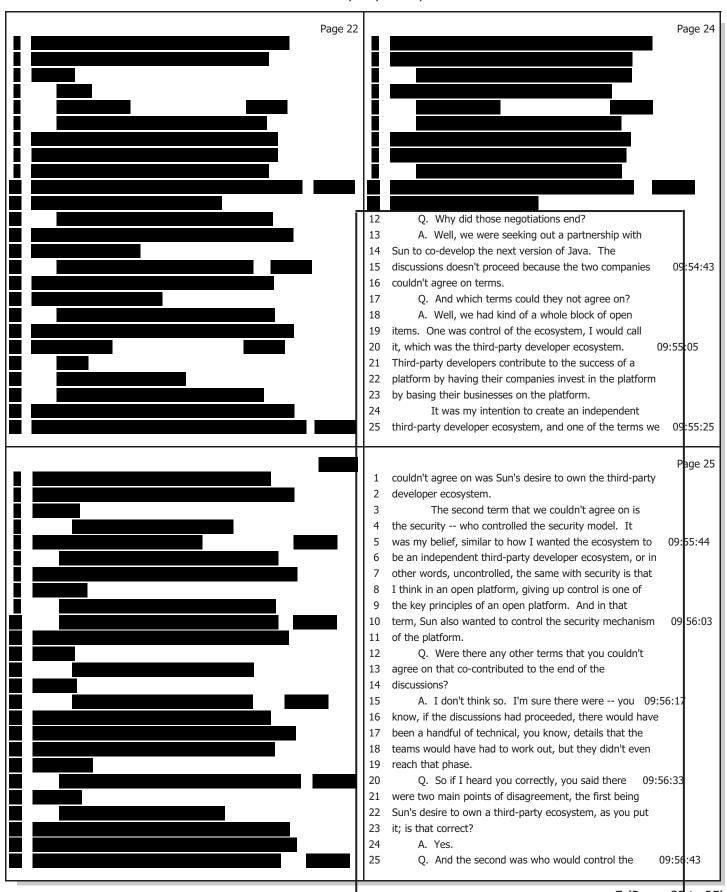
Attorneys' Eyes Only

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Page 1
 1
               UNITED STATES DISTRICT COURT
 2
              NORTHERN DISTRICT OF CALIFORNIA
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                   SAN FRANCISCO DIVISION
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 6
     ORACLE AMERICA, INC., )
 7
              Plaintiff, )
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                             ) No. CV 10-03561 WHA
          VS.
 9
     GOOGLE, INC.,
              Defendant.
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12
13
                      ATTORNEYS' EYES ONLY
14
15
          Videotaped Deposition of ANDREW E. RUBIN,
16
          taken at 333 Twin Dolphin Drive, Redwood
17
          Shores, California, commencing at 9:31 a.m.,
          Tuesday, April 5, 2011, before Leslie
18
          Rockwood, RPR, CSR No. 3462.
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     PAGES 1 - 149
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Attorneys' Eyes Only



Attorneys' Eyes Only



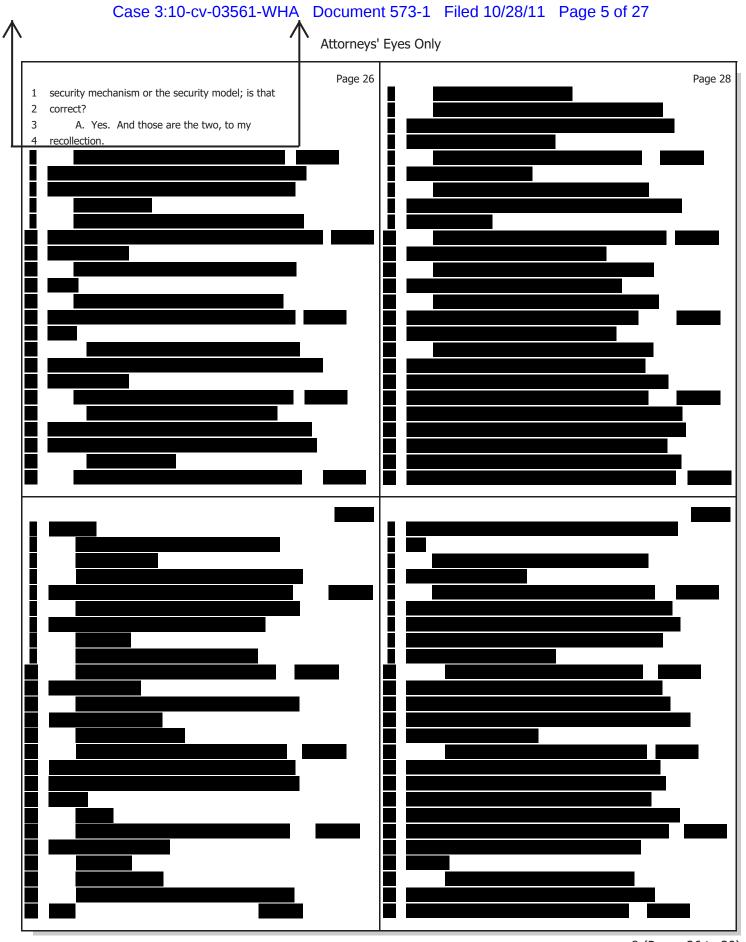


EXHIBIT B

Android Developers Blog 1/1/10-4/12/11



Oracle America v. Google, 3:10-cv-03561-WHA

GOOGLE-03169165

- Application switching on a mobile device is extremely critical; we target significantly
 less than 1 second to launch a new application. This is especially important when the
 user is switching between a few applications, such as switching to look at a new
 SMS message while watching a video, and then returning to that video. A noticeable
 wait in such situations will quickly make users hate you.
- The available APIs must be sufficient for writing the built-in Google applications, as part of our "all applications are created equal" philosophy. This means background music playback, data syncing, GPS navigation, and application downloading must be implemented with the same APIs that are available to third party developers.

The first two requirements highlight an interesting conflict. We don't want users to worry about closing their apps, but rather make it appear that all of the applications are always running. At the same time, mobile devices have hard limits on memory use, so that a system will degrade or even start failing very quickly as it needs more RAM than is available; a desktop computer, with swap, in contrast will simply start slowing down as it needs to page RAM to its swap space. These competing constraints were a key motivation for Android's design.

When does an application "stop"?

A common misunderstanding about Android multitasking is the difference between a process and an application. In Android these are not tightly coupled entities: applications may seem present to the user without an actual process currently running the app; multiple applications may share processes, or one application may make use of multiple processes depending on its needs; the process(es) of an application may be kept around by Android even when that application is not actively doing something.

The fact that you can see an application's process "running" does not mean the application is running or doing anything. It may simply be there because Android needed it at some point, and has decided that it would be best to keep it around in case it needs it again. Likewise, you may leave an application for a little bit and return to it from where you left off, and during that time Android may have needed to get rid of the process for other things.

A key to how Android handles applications in this way is that processes don't shut down cleanly. When the user leaves an application, its process is kept around in the background, allowing it to continue working (for example downloading web pages) if needed, and come immediately to the foreground if the user returns to it. If a device never runs out of memory, then Android will keep all of these processes around, truly leaving all applications "running" all of the time.

Of course, there is a limited amount of memory, and to accommodate this Android must decide when to get rid of processes that are not needed. This leads to Android's process lifecycle, the rules it uses to decide how important each process is and thus the next one that should be dropped. These rules are based on both how important a process is for the user's current experience, as well as how long it has been since the process was last needed by the user.

Once Android determines that it needs to remove a process, it does this brutally, simply force-killing it. The kernel can then immediately reclaim all resources needed by the process, without relying on that application being well written and responsive to a polite request to exit. Allowing the kernel to immediately reclaim application resources makes it a lot easier to avoid serious out of memory situations.

EXHIBIT C

EXHIBIT D

EXHIBIT E

EXHIBIT F

EXHIBIT G

UNITED STATES DISTRICT COURT FOR THE DISTRICT OF ARIZONA

<pre>BARD PERIPHERAL VASCULAR, et al.,</pre>)
Plaintiff) s,)
VS.) NO. CV 03-597 PHX-MHM
W. L. GORE AND ASSOCIATES, et al.,) Phoenix, Arizona) November 15, 2007
Defendant.) 9:25 a.m.

REPORTER'S TRANSCRIPT OF PROCEEDINGS

(Jury Trial - Day 7)

BEFORE THE HONORABLE MARY H. MURGUIA

Court Reporter: Merilyn A. Sanchez, CRR

Sandra Day O'Connor U.S. Courthouse 401 W. Washington Street SPC-37 Phoenix, Arizona 85003-2118

(602) 322-7250

Proceedings taken by stenographic court reporter Transcript prepared by computer-aided transcription

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1
        Well, there's really three factors. The first is that it's
     what's typically done, just generally speaking in license
 2
 3
     agreements. Why? Because it's really easy. You just say,
     okay, here's the price at which I sold the product. That's the
 4
     royalty rate, I'm going to apply my royalty rate to that price,
 5
                                                                      11:37:10
     very easy.
 6
 7
              If you try to break things up and say, well, maybe
     there's just one component of the product, I'm going to try to
 8
     make that the base for the royalty. The problem is, how much
 9
     is that component worth versus the whole product? It makes it
10
                                                                      11:37:25
11
     difficult.
12
         You're not saying that it's just easy for you personally?
        Oh, no, not at all, it's easy for the people that actually
13
14
     have to calculate the royalties in the companies that are
     licensing products. And that's why they do it that way.
15
                                                                      11:37:40
16
     Q. And in fact you have experience, have you observed that
17
     same kind of use of net selling price in other industries,
18
     other products for using the royalty base?
19
     A. Yes, absolutely.
20
        And can you give us some examples of how that, using the
                                                                      11:37:52
     net selling price facilitated -- was easier for both sides in
21
22
     the licensing negotiation?
     A. All right. Because there's just no argument about it.
23
24
     like let's take a car. And let's say you had a patent on the
25
     engine. You could base a royalty for that using a patented
                                                                      11:38:07
```

technology on the price of the whole car. That's really what I'm talking about here. Or you could somehow try to figure out what the value of the engine is. But the problem is that the engine isn't really sold separately. It's really hard to figure out what that value is. And you're going to get into disputes between the two sides, the person who is paying the royalty is going to say, oh, the engine isn't worth much. And the person receiving the royalty is going to say, oh, the engine is worth everything. So to avoid those kind of disputes you just set the royalty base as being the whole car.

11:38:44

11:38:59

11:39:10

11:38:25

- With respect to, for example, the Gore stent grafts that we 12 have heard have some component beyond the ePTFE graft tube, did you evaluate whether or not it made economic sense to apply the 13
- 14 net selling price as the royalty base?
- 15 A. Yes.

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And what factors did you look at in reaching that

- 17 conclusion?
- 18 Well, there's, again, three. One is, again, the ease of
- 19 administration. I think that is generally what would happen in
- 20 the real world.

21 And again to focus on it, you are not talking about the

- 22 ease for you to do the calculation?
- No, not at all. 23 Α.
- 24 Q. But it's your belief that in this hypothetical world the
- 25 parties would have decided that that was the easiest way?

11:39:18

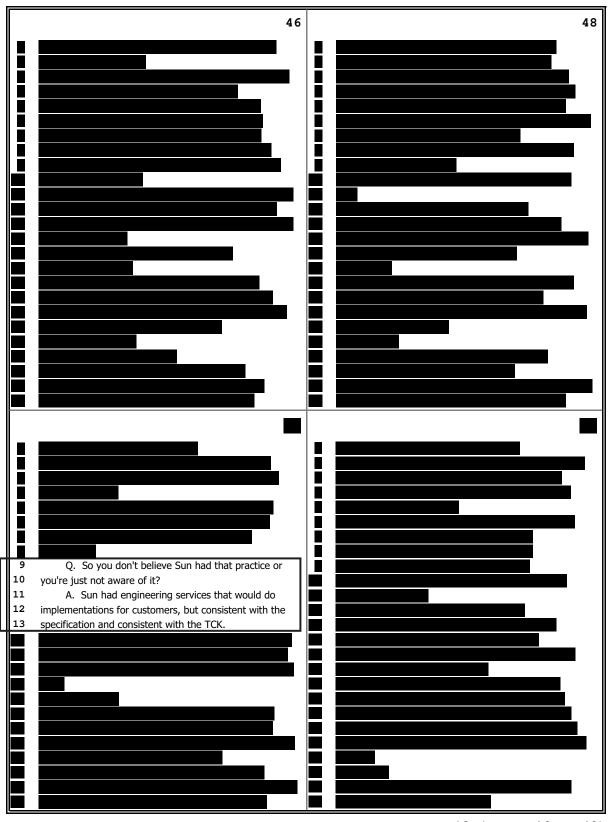
EXHIBIT H

EXHIBIT I

HIGHLY CONFIDENTIAL ATTORNEYS' EYES ONLY

1 UNITED STATES DISTRICT COURT 1 2 NORTHERN DISTRICT OF CALIFORNIA 3 SAN FRANCISCO DIVISION 4 5 ORACLE AMERICA, INC., 6 Plaintiff, 7 No. CV 10-03561 WHA vs. 8 GOOGLE, INC., 9 Defendant. 10 11 -- HIGHLY CONFIDENTIAL - ATTORNEYS' EYES ONLY --12 13 14 Videotaped 30(b)(6) deposition of PARAM V. SINGH, 15 taken at the law offices of Morrison & Foerster LLP, 755 Page Mill Road, Palo Alto, California, 16 commencing at 9:35 a.m., on Tuesday, 17 June 23, 2011, before Leslie Rockwood, RPR, 18 19 CSR No. 3462. 20 21 22 23 24 25

HIGHLY CONFIDENTIAL ATTORNEYS' EYES ONLY

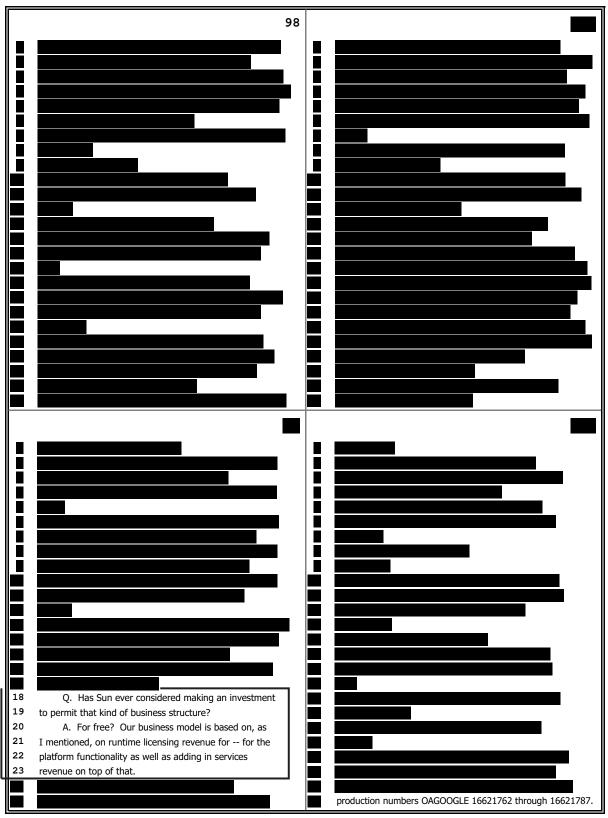


13 (Pages 46 to 49)

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26 (Pages 98 to 101)

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EXHIBIT J

EXHIBIT K

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1
              UNITED STATES DISTRICT COURT
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             NORTHERN DISTRICT OF CALIFORNIA
 3
                  SAN FRANCISCO DIVISION
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 6
     ORACLE AMERICA, INC., )
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              Plaintiff, )
 8
                              ) No. CV 10-03561 WHA
          VS.
 9
     GOOGLE, INC.,
                              )
10
              Defendant.
11
12
13
        HIGHLY CONFIDENTIAL - ATTORNEYS' EYES ONLY
14
15
          Videotaped deposition of VINEET GUPTA,
          at 710 Sansome Street, San Francisco,
16
17
          California, commencing at 9:38 a.m.,
18
          Tuesday, July 26, 2011, before Leslie
19
          Rockwood, RPR, CSR No. 3462.
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     PAGES 1 - 401
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Case 3:10-cv-03561-WHA Document 573-1 Filed 10/28/11 Page 25 of 27 Highly Confidential Attorneys' Eyes Only

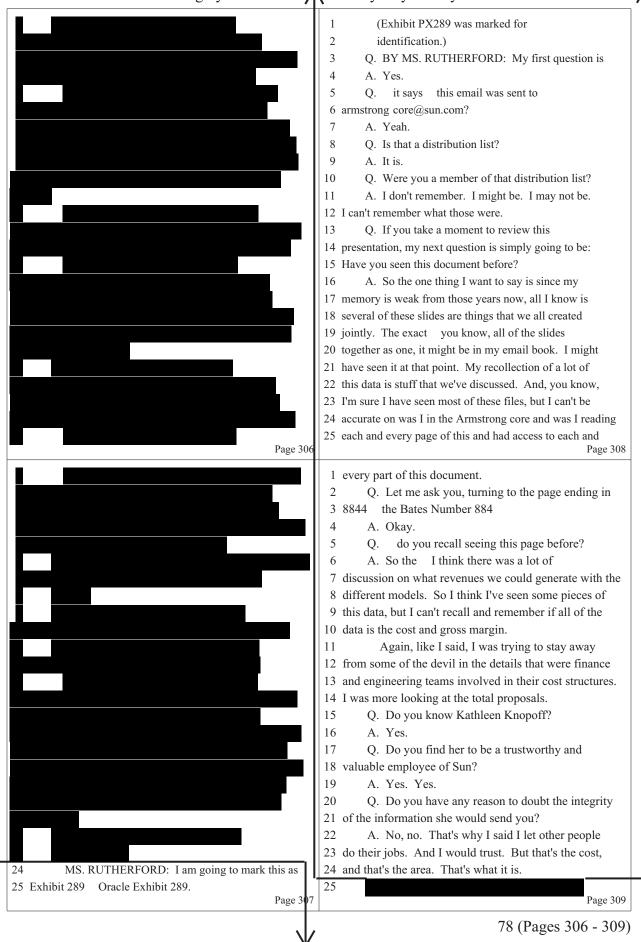


EXHIBIT L

EXHIBIT M